NES-L7-USA ★

TAXAN
Consumer Division

Low G Man™

THE LOW GRAVITY MAN

INSTRUCTION MANUAL

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the

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PRECAUTIONS

1) Be sure to turn off the power before inserting or removing the Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Thank you for purchasing TAXAN's Game Pak, LOW-G-MAN. Please read this instruction manual to ensure proper handling of your new game, and keep the manual for future reference.

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YOUR MISSION

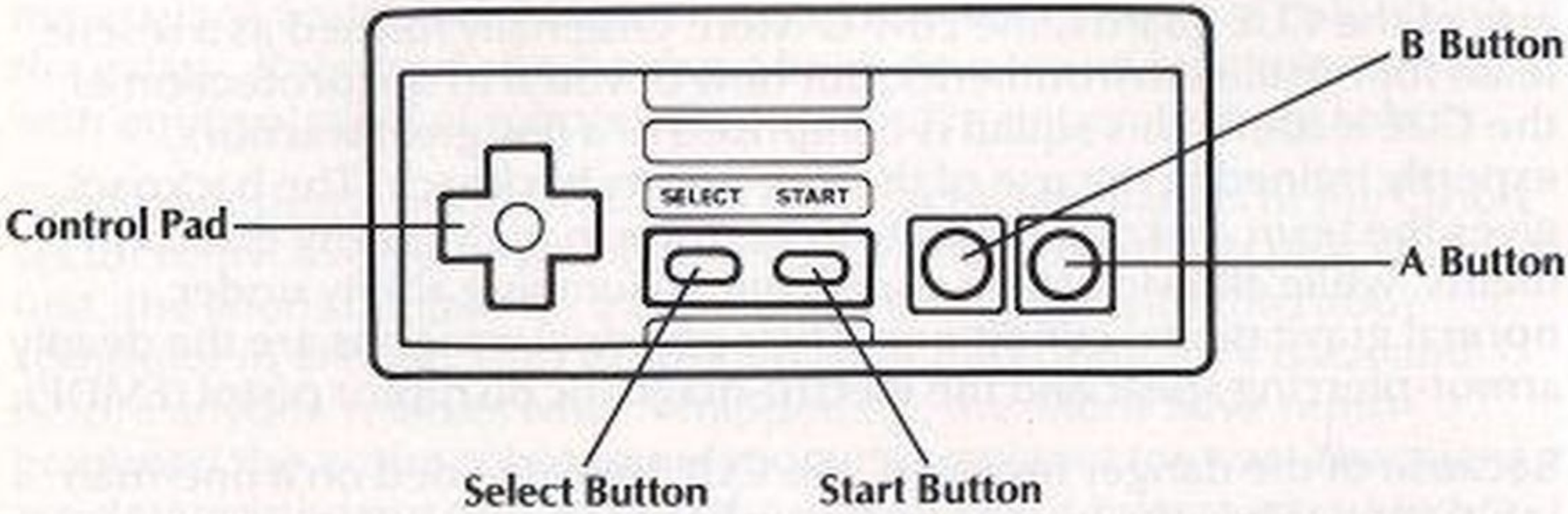
The year is 2284. The human race has perfected the technologies of hyperspace travel and anti-gravity, and is in the process of colonizing the galaxy. Robots of all types have been developed for exploration, with entire planets of robots being created to generate more robots.

Then it happens: one of the robot manufacturing planets in the Orion sector is discovered by an advanced race of aliens. Acting peacefully at first, the aliens bargain for a technology exchange with the robo-computer in charge. They download all of the computer's data, and before anyone realizes what is happening, the aliens have reprogrammed the entire robot population of the planet for war. The aliens are determined not only to stop the expansion of human-occupied space, but to wipe all humanoids from the galaxy!

To combat this menace, the CUE (Countries of United Earth) send the Intergalactic Marines, but they are quickly dispatched by the awesome might of the robot army. The only hope left lies in the hands of an elite arm of the CUE guards, the Low-G-Men. Originally formed as a rescue team for hostile environments, but now devoted to the protection of the CUE leaders, this squad is comprised of a few great warriors, expertly trained in the use of the low-gravity backpack. The backpack gives the team amazing mobility to perform in high-gravity environments, while allowing them super-human jumping ability under normal gravitational conditions. Their principal weapons are the deadly armor-piercing spear and the electro-magnetic disruptor pistol (EMDP).

Because of the danger involved, the CUE have decided on a one-man infiltration. Only the best of the best should be sent – the one deemed most worthy of the title Low-G-Man: you! Go now, warrior – the fate of trillions rests on your shoulders. If you succeed, the gratitude of the Galaxy is yours! But if you fail . . .

CONTROLLER FUNCTIONS



Control Pad

Moving: Press the Control Pad left or right to move left or right while walking, or while in the air during jumping.

Running: Press the Control Pad twice quickly to the left or right to make Low-G-Man run.

Note: Pressing the Control Pad up or down has no function for movement.

A Button

Jumping: Press "A" to jump. The longer "A" is held, the higher you will jump. This depends on how much anti-gravity material (AGM) has been collected. When the game starts, Low-G-Man (LGM) can jump about .75 screens high. While carrying three AGM capsules (LGM can only carry three AGM pods in his Low-G belt), LGM can jump 1.75 screens high!

"A" also controls jumping while in an enemy vehicle.

B Button

Attacking: Press "B" to shoot the Electro-Magnetic Disruptor Pistol (EMDP). When using the armor-piercing spear, press "B" + "Up" to stab up; press "B" + "Down" to stab down. You can also stab up or down while jumping.

"B" also controls firing the special weapons when they are selected, and firing the vehicle weapons for the Walking Vehicle and the Hover Vehicle. The Spider Vehicle has no weapon to fire, so while riding in the Spider Vehicle, "B" has no function. See the Weapons and Vehicles sections for more on these very powerful tools.

Start Button

Press "Start" to begin the game, or press "Start" while playing the game to go to the Weapon Select screen.

While in the Weapon Select screen, press the Control Pad left or right to select a captured weapon, then press "A" to return to play. When you resume play, you will be using the selected Special Weapon (if it has bullets). To switch back to the EMDP, press "Select."

Select Button

Press "Select" to select between Start and Password during the title screen, or to select between the EMDP and other Special Weapon during play.

GETTING STARTED

Turn on the system with Low-G-Man.

When the title screen appears, press Start to begin playing; or press Select, then Start to go to the Password Screen.

After turning on the game, an animated story will be shown. Either watch and enjoy, or press Start again to skip the story and go to the title screen.

Password Entry

After entering the Password Screen, press left or right to select the desired letter, and press "A" to enter that letter. If an incorrect letter is selected, press "B" to delete. When the password is entered correctly, press "A" to begin play at the level represented by that password. If an incorrect password is input, the password will clear, and you can input the password again.

WEAPONS

Besides the Spear and EMDP, LGM can also capture some of the enemies' weapons, including a Boomerang, a Fireball, a Wave, and Bombs. Any time you see an enemy shooting one of these weapons, destroy him, and an icon will appear. Grab the icon, and you will acquire a small quantity of that weapon.

Boomerang

Wave

Fireball

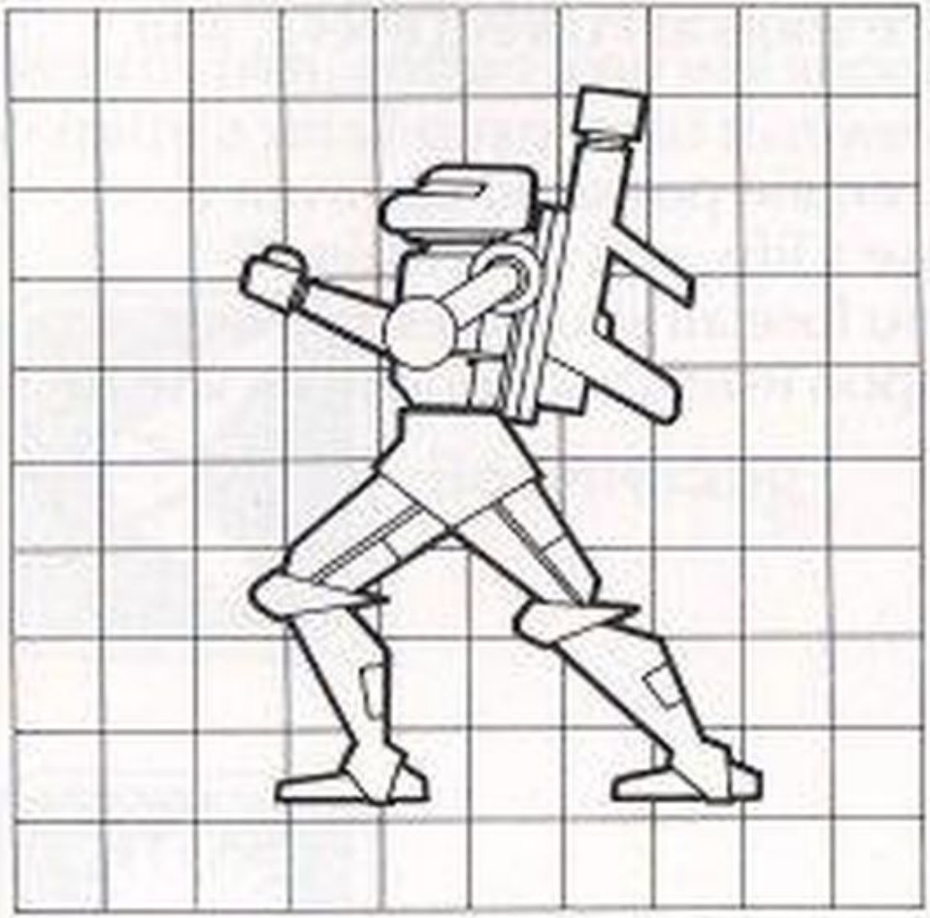
Bomb

Each of the four Special Weapons has three power levels. At the higher power levels, the weapons will shoot in multiple directions. To power up the weapons, just capture more weapon icons. For example: Capture one Fireball icon and receive three shots at Power Level 1. Catch three more to receive three more shots at Power Level 2, and another three for Level 3.

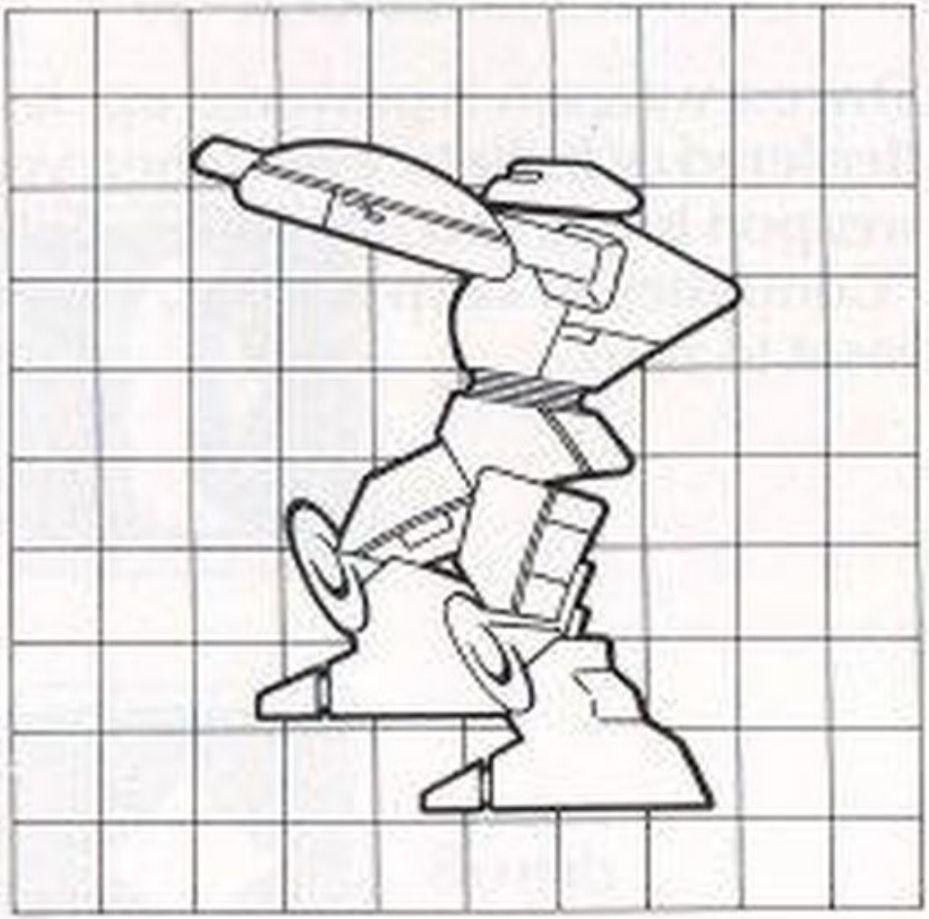
Once a weapon is powered up, it will remain powered up, even if depleted of bullets. Even when you lose a life, you will retain all weapon levels and quantities. But if you lose all your lives and use "Continue" to keep playing, your weapon levels and quantities will be reset to zero.

Weapon-Carrying Enemies

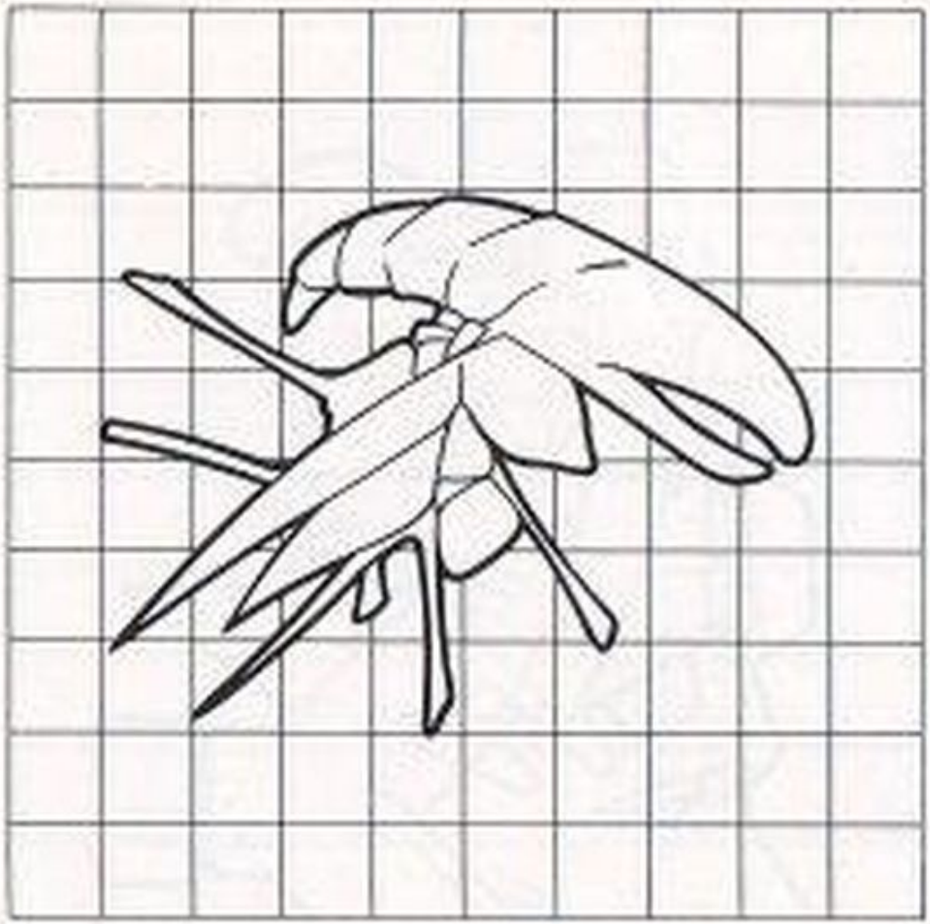
Here are some of the enemies which will yield their weapons when you destroy them. You will encounter many other different types as well.



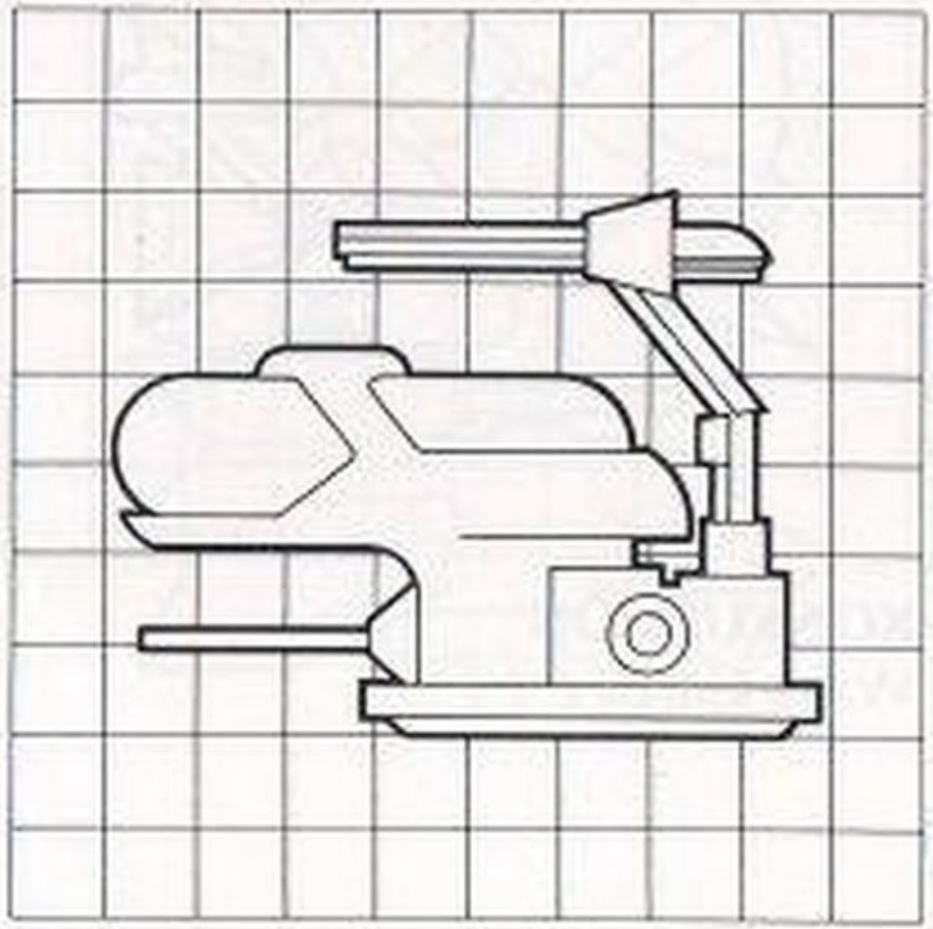
THROWBAKK
Boomerang Carrier



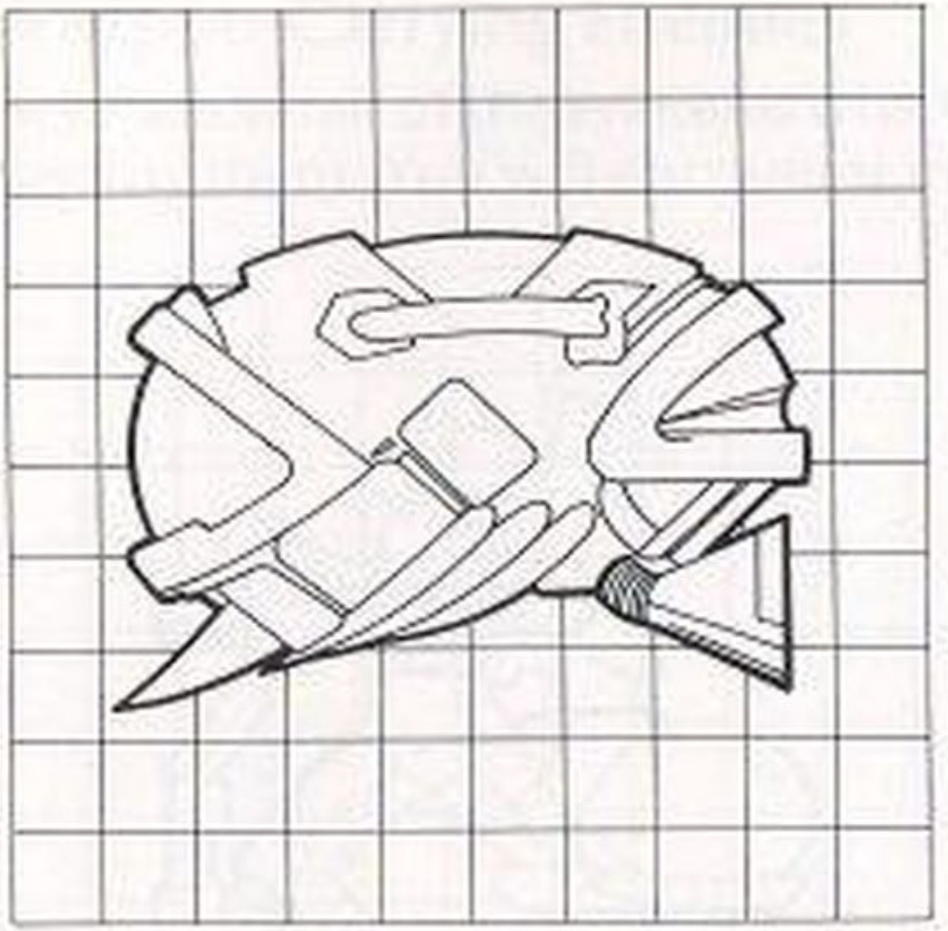
OVERHAND
Boomerang Carrier



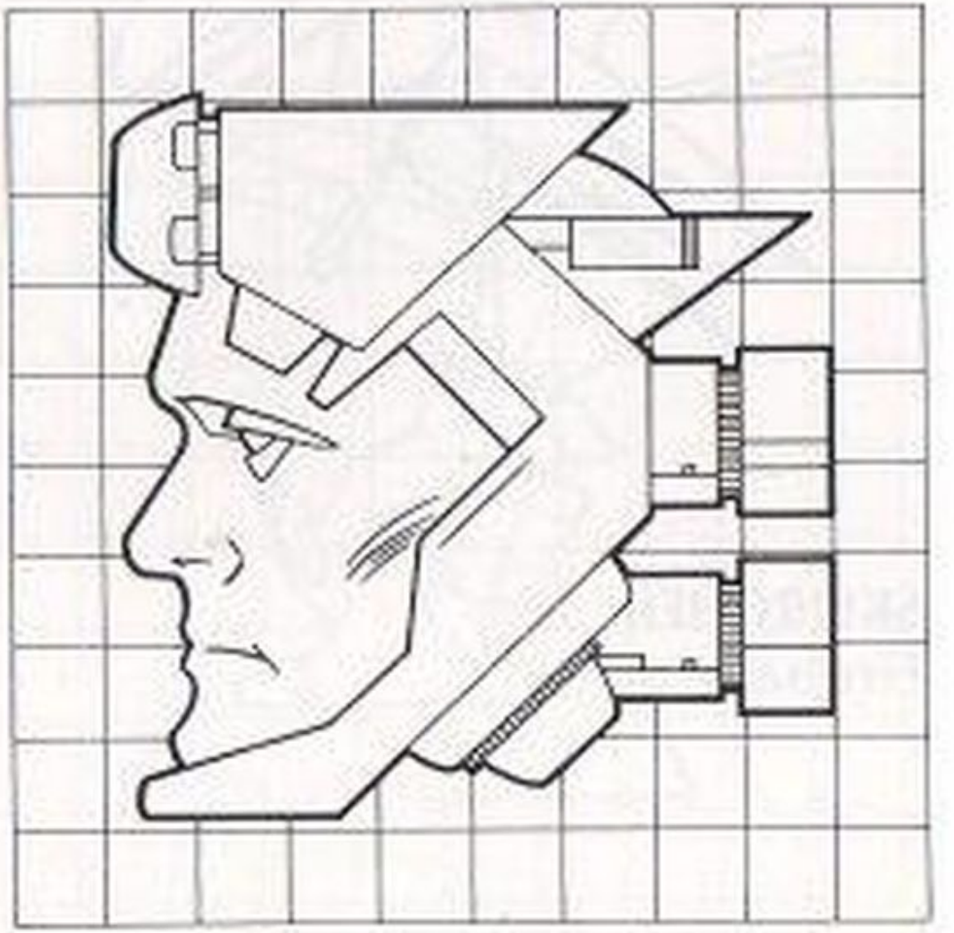
SKORCHER
Fireball Carrier



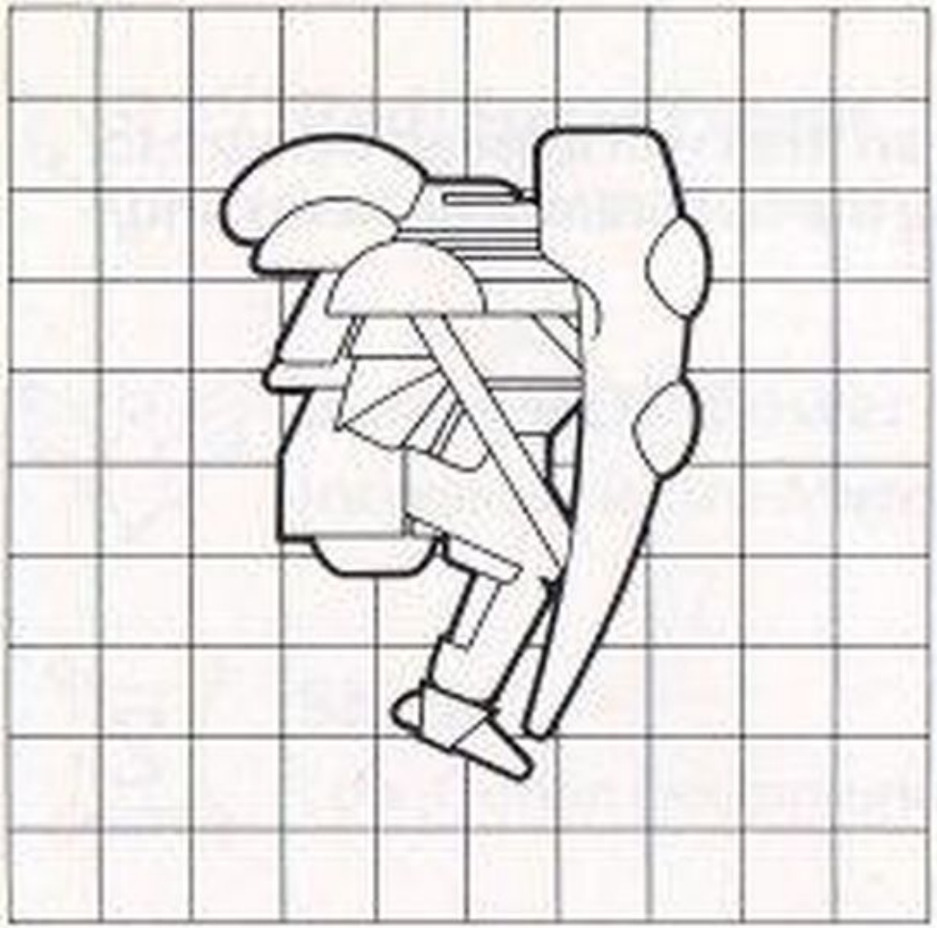
BURNMAX
Fireball Carrier



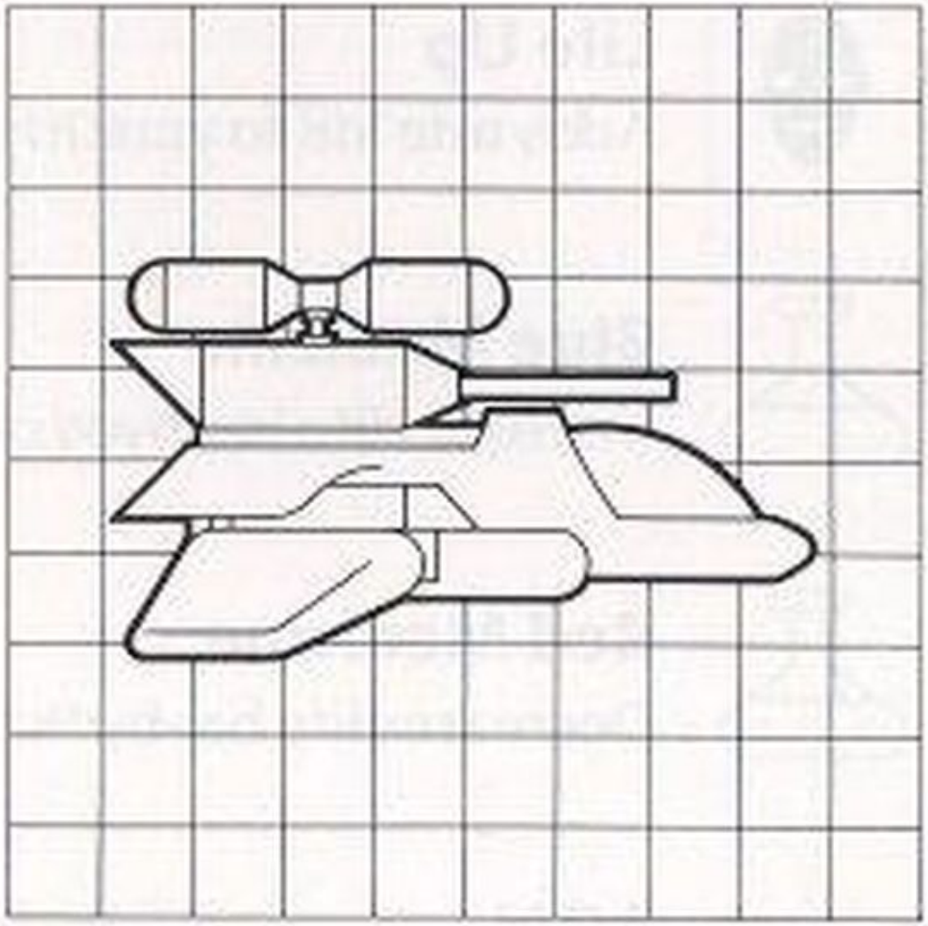
KONKUSSION
Wave Carrier



FORCEFACE
Wave Carrier



BLASTOID
Bomb Carrier



EXPLODOR
Bomb Carrier

ITEMS

After defeating an enemy, sometimes an item will appear. Be sure to pick up the good items, while avoiding the bad item. The items and their functions are listed below:

Life Up

Adds one life to your inventory.

Blue Medicine

Increases life bar by ½ section.

Red Medicine

Decreases life bar by ½ section. Avoid this at all costs!

AGM

Anti-Gravity Material; increases maximum jump height.

Red:Spear Power

Increases spear length.

Blue:EMDP Power

Increases Electro-Magnetic Disruptor Pistol level.

Shield

Low-G-Man becomes invincible for ten seconds.

Blue Bonus

Adds 1000 points to your score.

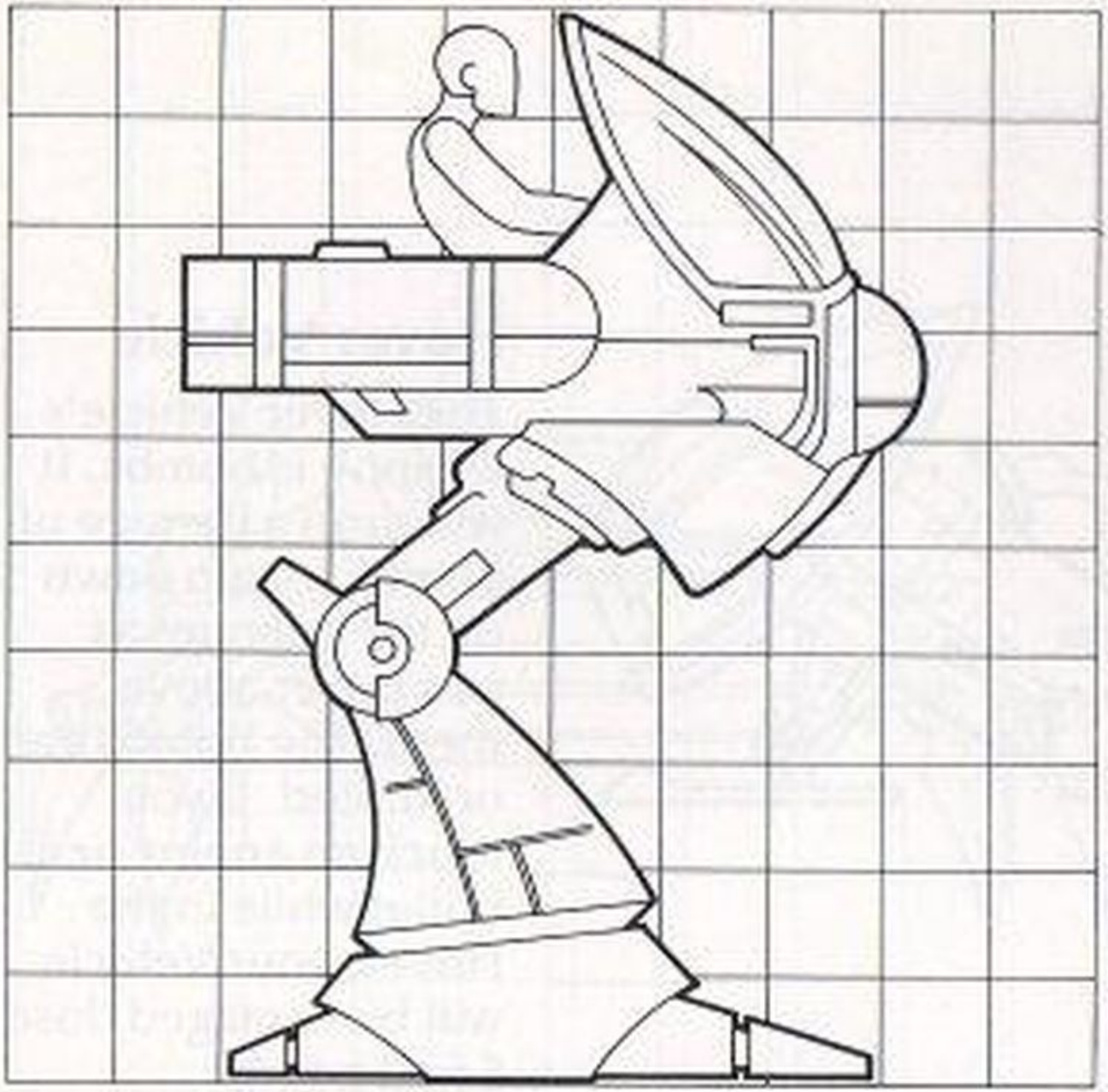
Red Bonus

Adds 5000 points to your score.

VEHICLES

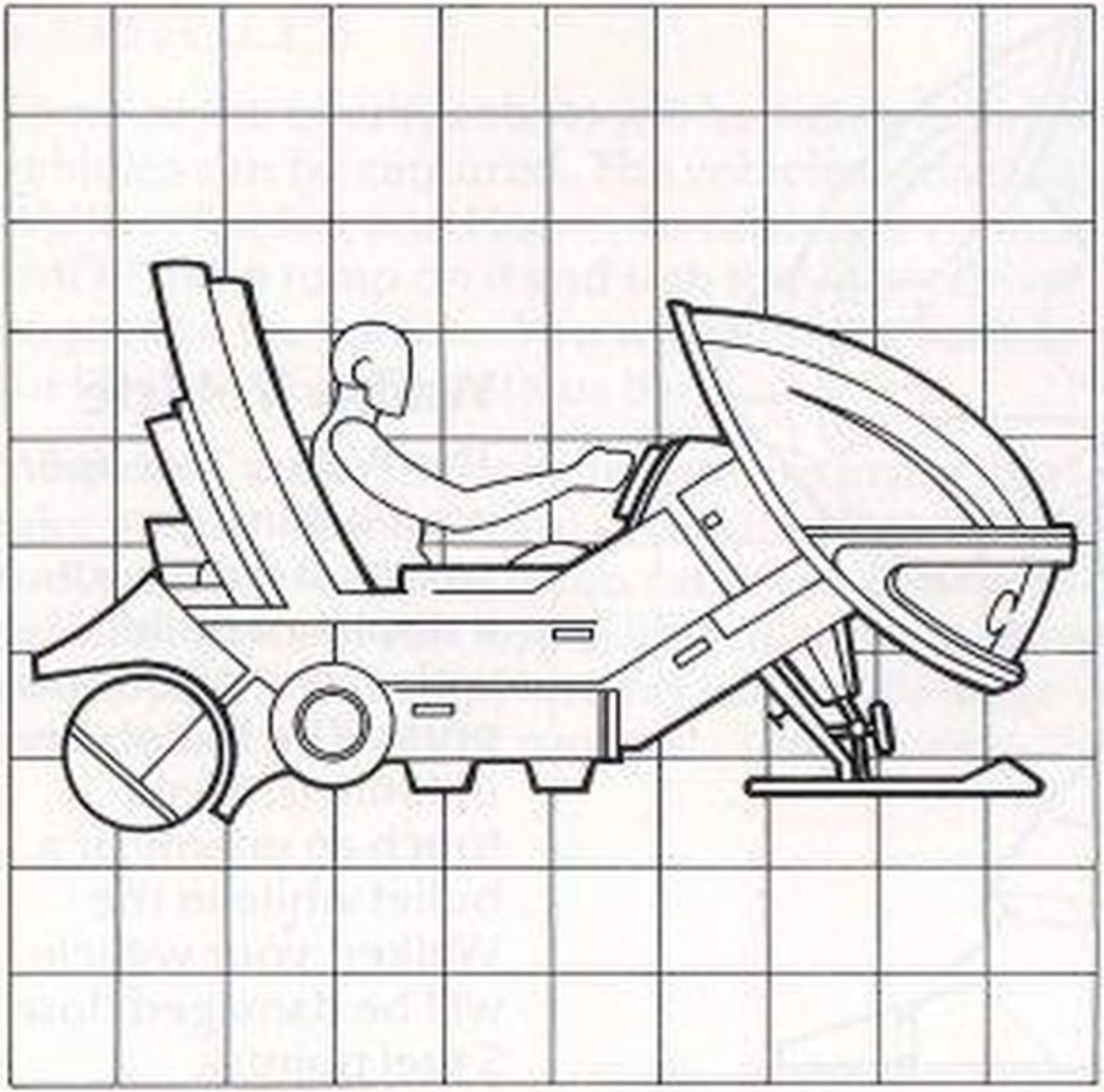
Some of the enemy robots will be riding in vehicles, and some of these vehicles can be captured. The vehicles which can be captured are the Walker, Spider, and Hover. To capture a vehicle, first freeze it with the EMDP, then jump on it and stab the robot driver. Now you are in control of the vehicle. You will keep the vehicle as long as the vehicle fuel lasts (VEF on the status bar).

While you are in the vehicle, you are invincible – if you are hit, you will take no damage; but your vehicle will take damage, and lose 5 vehicle fuel points. However, if you catch the Red Medicine when driving a vehicle, you will still lose ½ life bar section. When your vehicle runs out of fuel, it will blow up, but this will not damage you. You can exit the vehicle before the VEF runs out: simply press "Select."



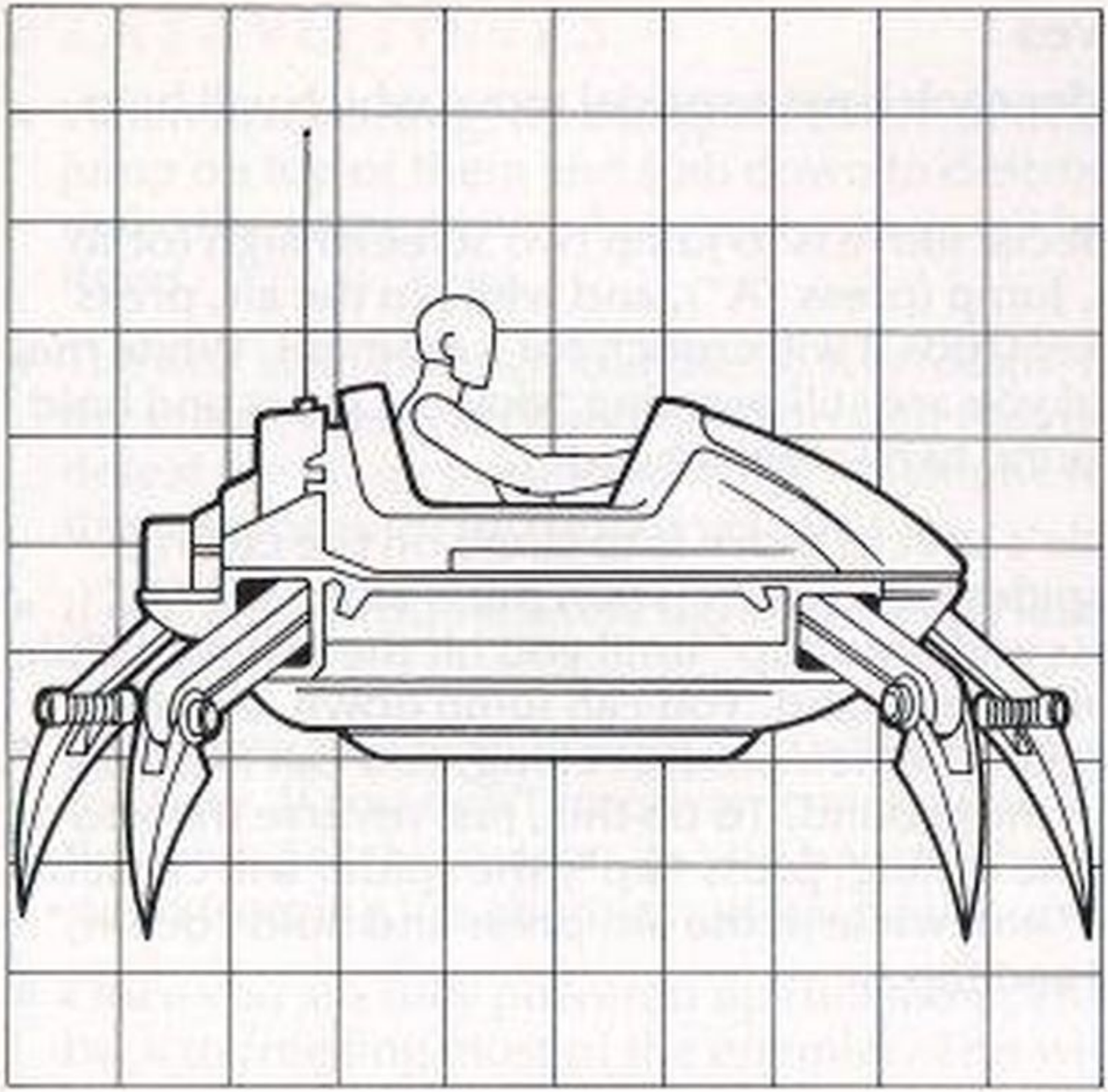
Walker Vehicle

The Walker's weapon is a machine gun sweep. It will shoot a stream of bullets with each "A" button press. The bullets are unlimited. If you touch an enemy or a bullet while in the Walker, your vehicle will be damaged (lose 5 fuel points).



Hover Vehicle

The Hover Vehicle's weapon is bombs. It will drop a barrage of bombs to rain down on the enemies as you hover above them. The bombs are unlimited. If you touch an enemy or a bullet while in the Hover, your Vehicle will be damaged (lose 5 fuel points).



Spider Vehicle

The Spider has no weapon, but the vehicle itself is a weapon: Touch any enemy, and you will destroy it. If you are hit by a bullet while in the Spider, your vehicle will be damaged (lose 5 fuel points).

Vehicle Special Moves

The Walker and the Spider each have a special move which will help you in your battles.

Walker: The Walker's special move is to jump two screens high (or to the top of the playfield). Jump (press "A"), and while in the air, press "down." When the walker lands it will crouch for a moment. While the vehicle is crouching, and you are still pressing "down," press and hold "A" again, and you will jump two screens high!

Spider: The Spider vehicle's special move is to climb on the ceilings. Press "down," and the spider will crouch. Then press and hold "A," and while in the air, press and hold "up" until you hit the ceiling. While upside-down, gravity will be reversed. You can jump down, and fall back up back onto the ceiling. When on the ceiling, you can flip back around and land back on the ground. To do this, just reverse the above special move. While on the ceiling, press "up"; the spider will crouch. Then press and hold "A," and while in the air, press and hold "down," until you hit the ground and flip.

PLAYING HINTS

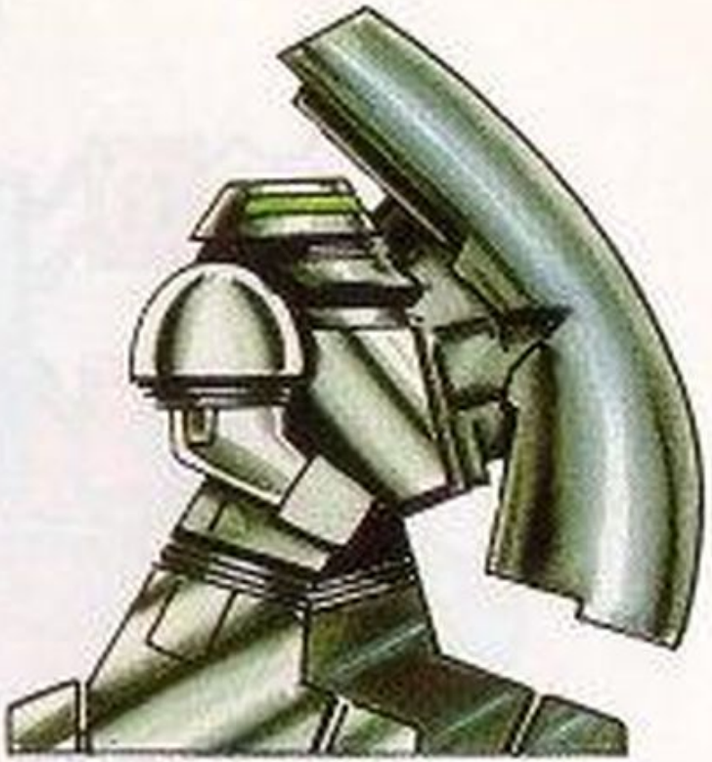
- When first starting, try using the EMDP to freeze the enemy, then jump on top of them and stab down to destroy the enemy. This will make the game easier; however, you won't be able to get many items.
- The first scene is easy, but the boss is tough. First attack the top of the crane, then stab the driver through the roof. It is possible to defeat the crane portion with the walking vehicle, if you can get there before you run out of vehicle fuel.
- If you get in trouble while fighting Metal Head, jump off of his left shoulder.
- When you freeze an enemy, you will receive an item about 10% of the time. If you don't freeze an enemy, you'll receive an item 100% of the time. For this reason, as you become better at the game, try to avoid freezing the enemies; you'll power up much faster.
- Once you are fully powered up (full jump, EMDP power 3), then go back to freezing most of the enemies. This will help you save your life power for the bosses.

- Save your weapons for the harder levels and bosses. In most cases, the best method of defeating a boss is to use the EMDP and the spear. The weapons are best for defeating enemies which are in hard-to-reach locations.
- The final boss is very difficult, unless you learn his weaknesses. Each portion of the final boss is susceptible to one of your special weapons.
- To hear a Sound Test, input the password SONG.

BOSS ENEMIES

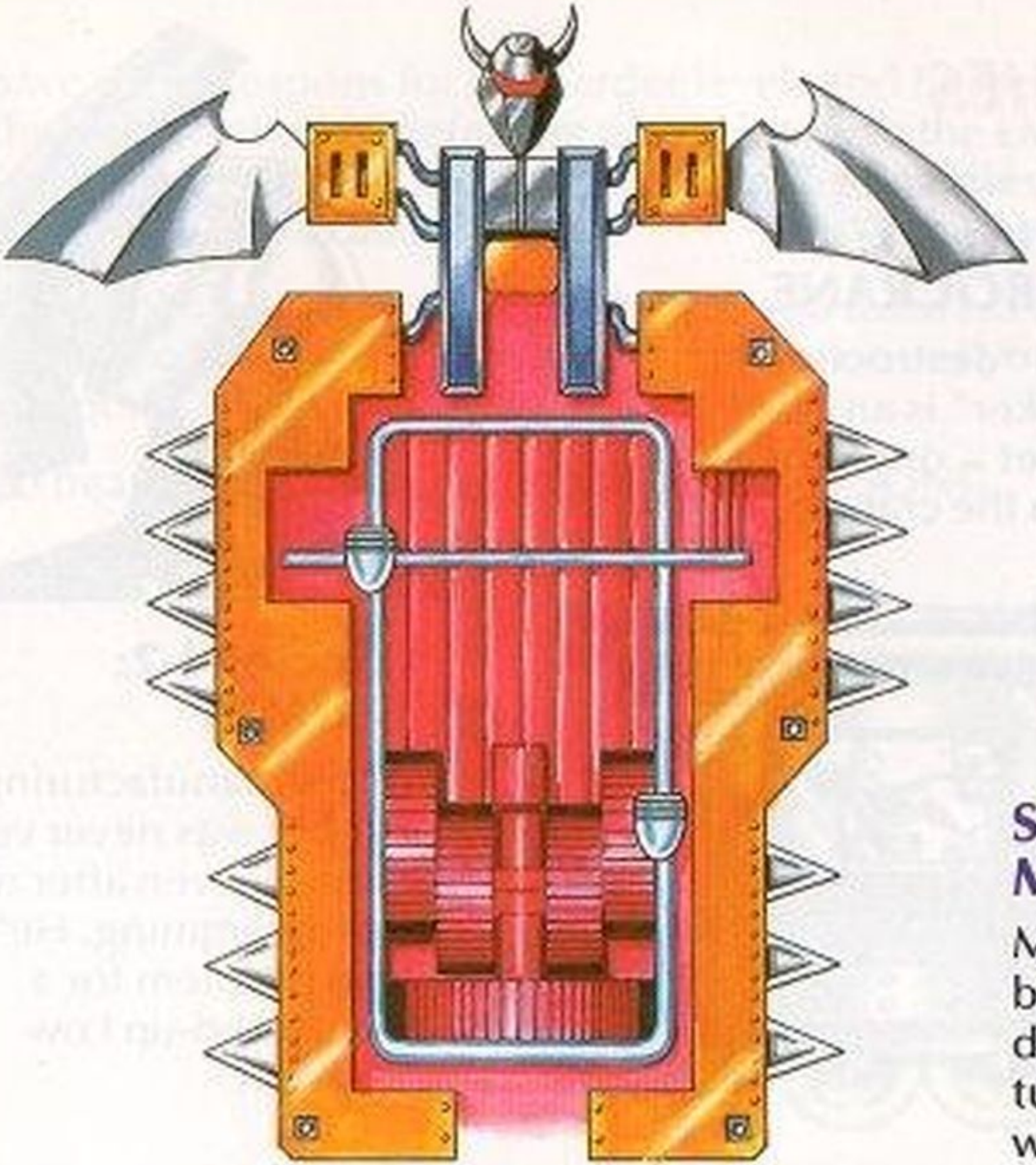
Sector 1-1: ROBOCRANE

This "destruction worker" is an easy target – once you stop the crane.



Sector 1-2: LUMPY

This manufacturing robot was never very smart, even after re-programming. He's no problem for a powered-up Low-G-Man.

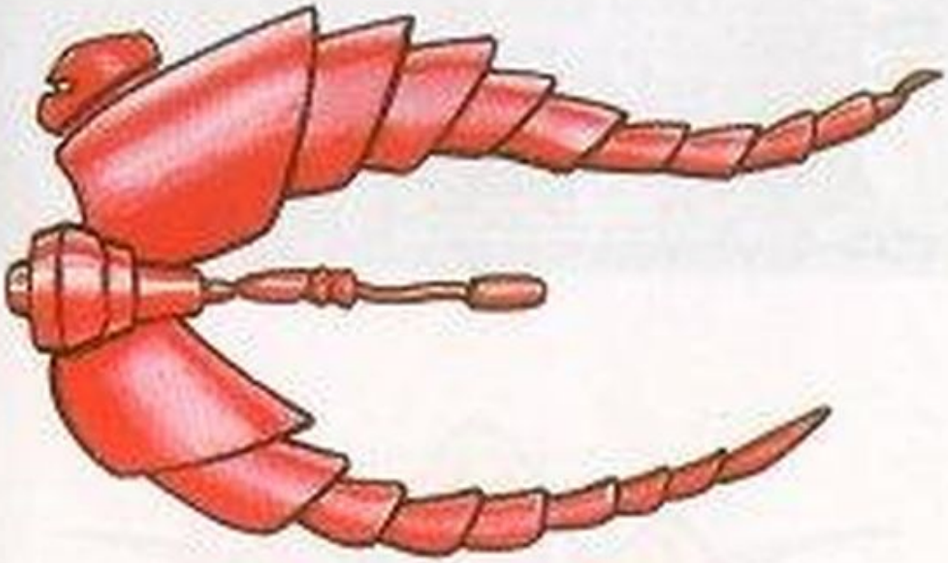


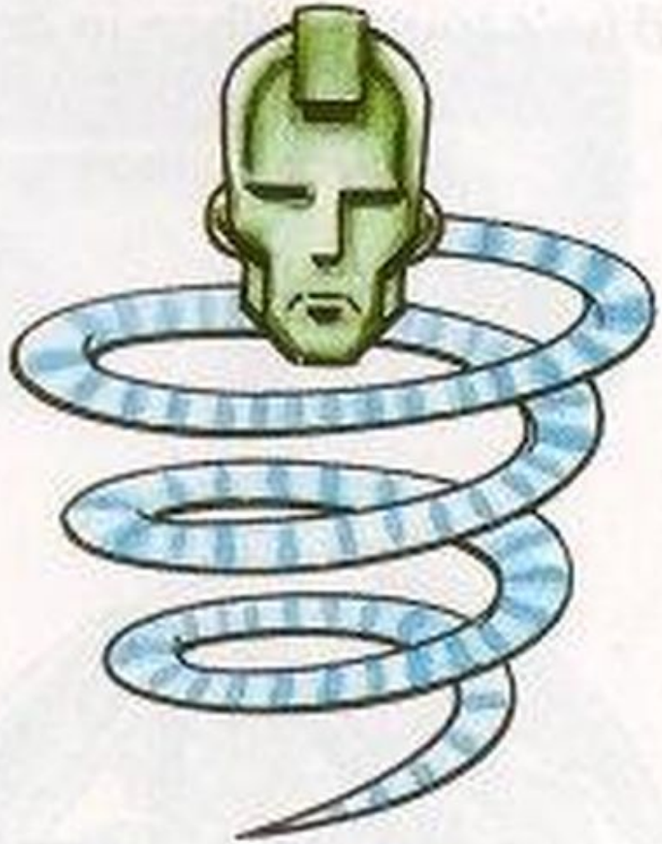
Sector 1-3: METAL HEAD

Metal Head is BIG – but he's also really dumb. Take out the turrets, and his head will be unprotected.

Sector 2-1: AIRSWIMMER

This guy is easy – but beware of the icicles!



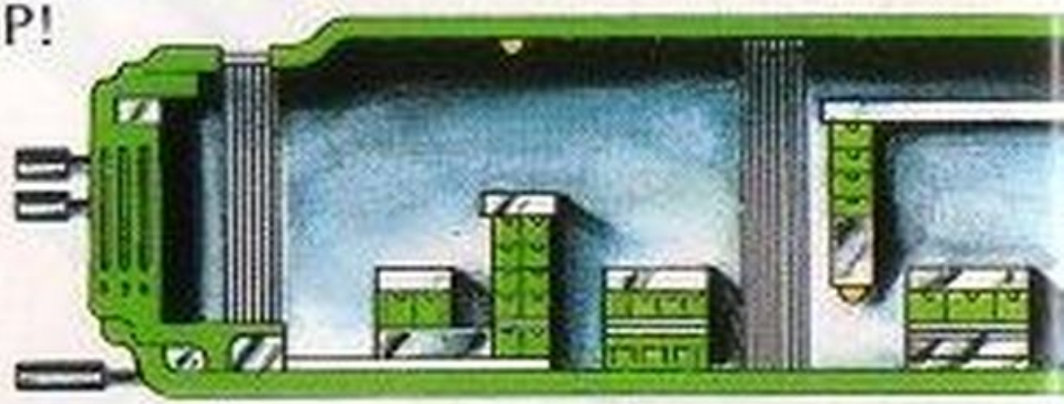


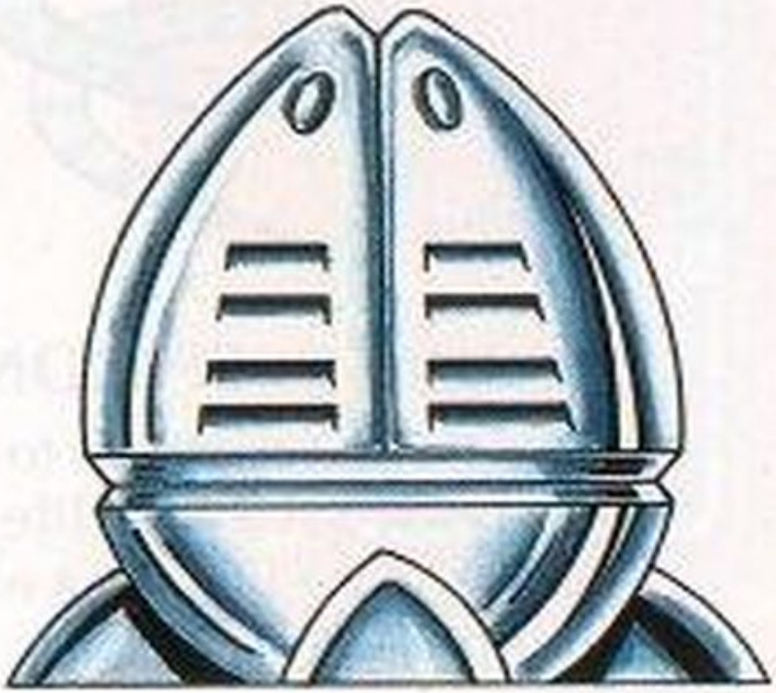
Sector 2-2: SPIRON

It's a long way down to this nemesis. Save your life bar for him, and he'll go to a watery junkpile!

Sector 2-3: SUPERSUB

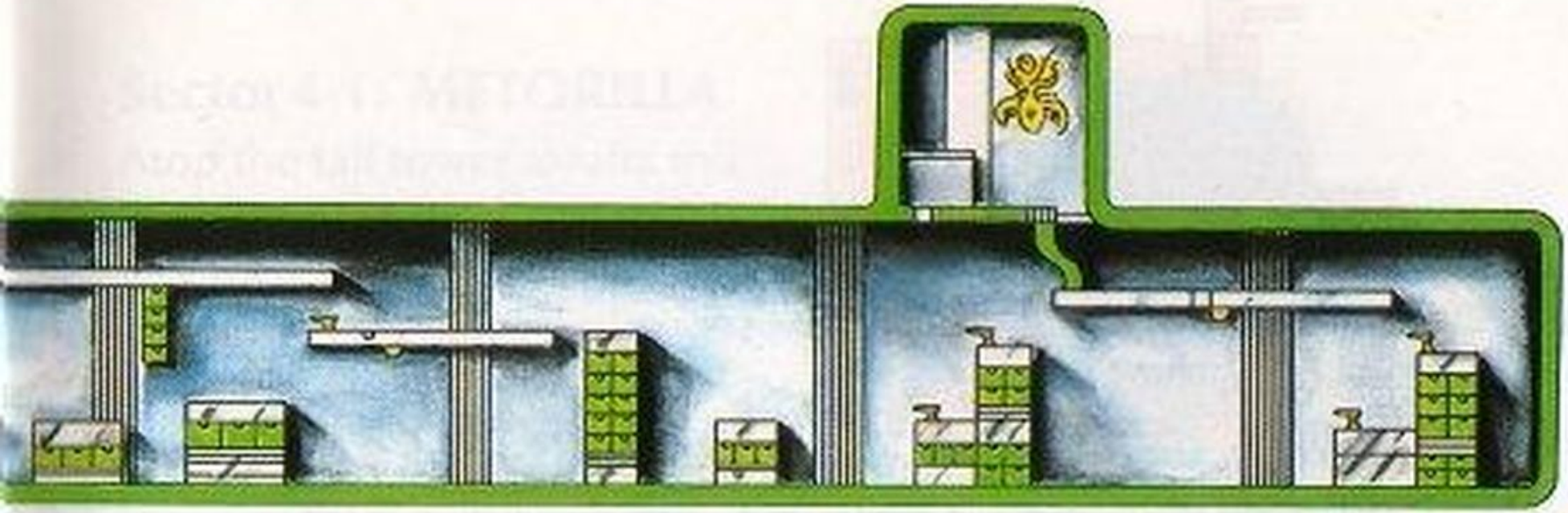
This is the first alien you will encounter – and he's tough. When in doubt, EMDP!





Sector 3-1: EGGRIPHOBE

Deep in the cave, you'll find this energy capsule boss surrounded by turrets. You'll want to use one of your weapons on him.

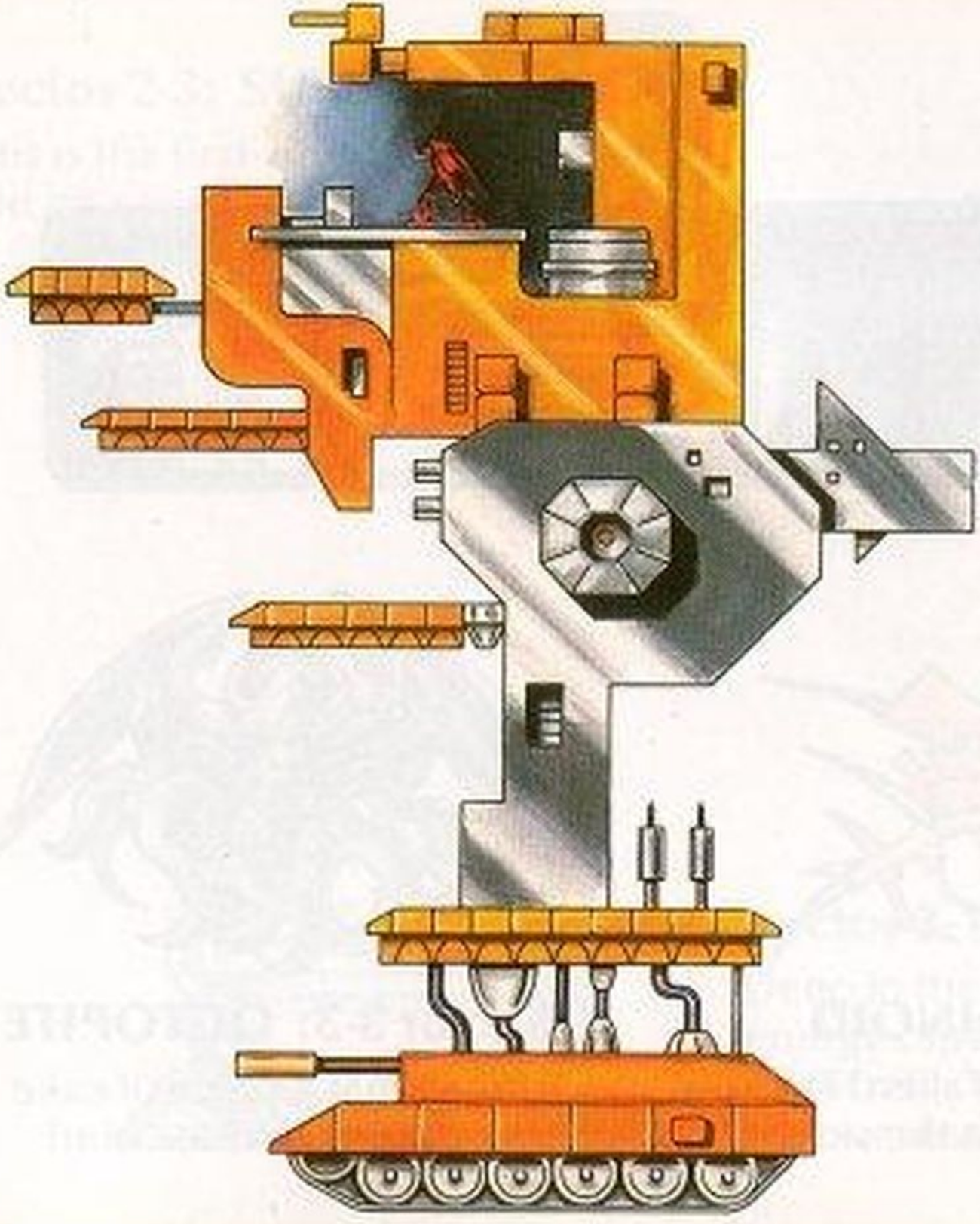


Sector 3-2: ARACHNOID

Wait till you hatch this alien! Take out the turrets and hide on the side.

Sector 3-3: OCTOPITE

This alien is a piece of cake – *if* you survive to see him!

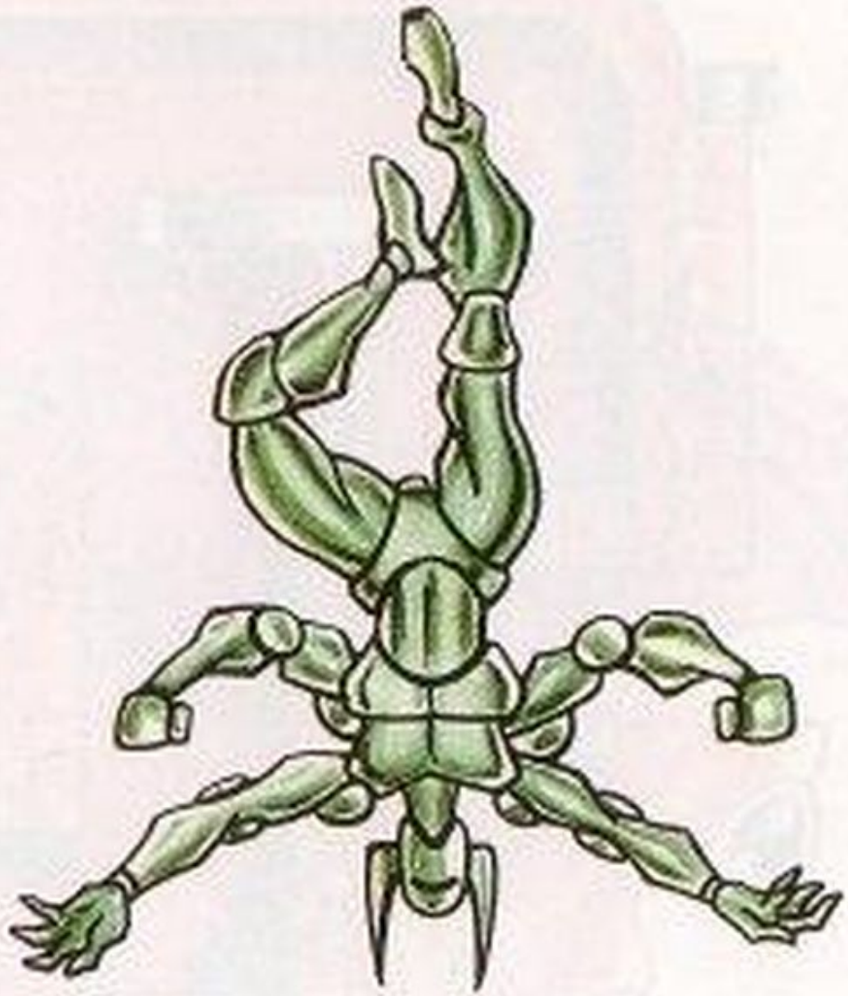


Sector 3-4: SUPERTANK

This is one humongous enemy vehicle! Try to destroy the turrets before going for the driver. There's no way to stop the extending spiked balls – just avoid them.

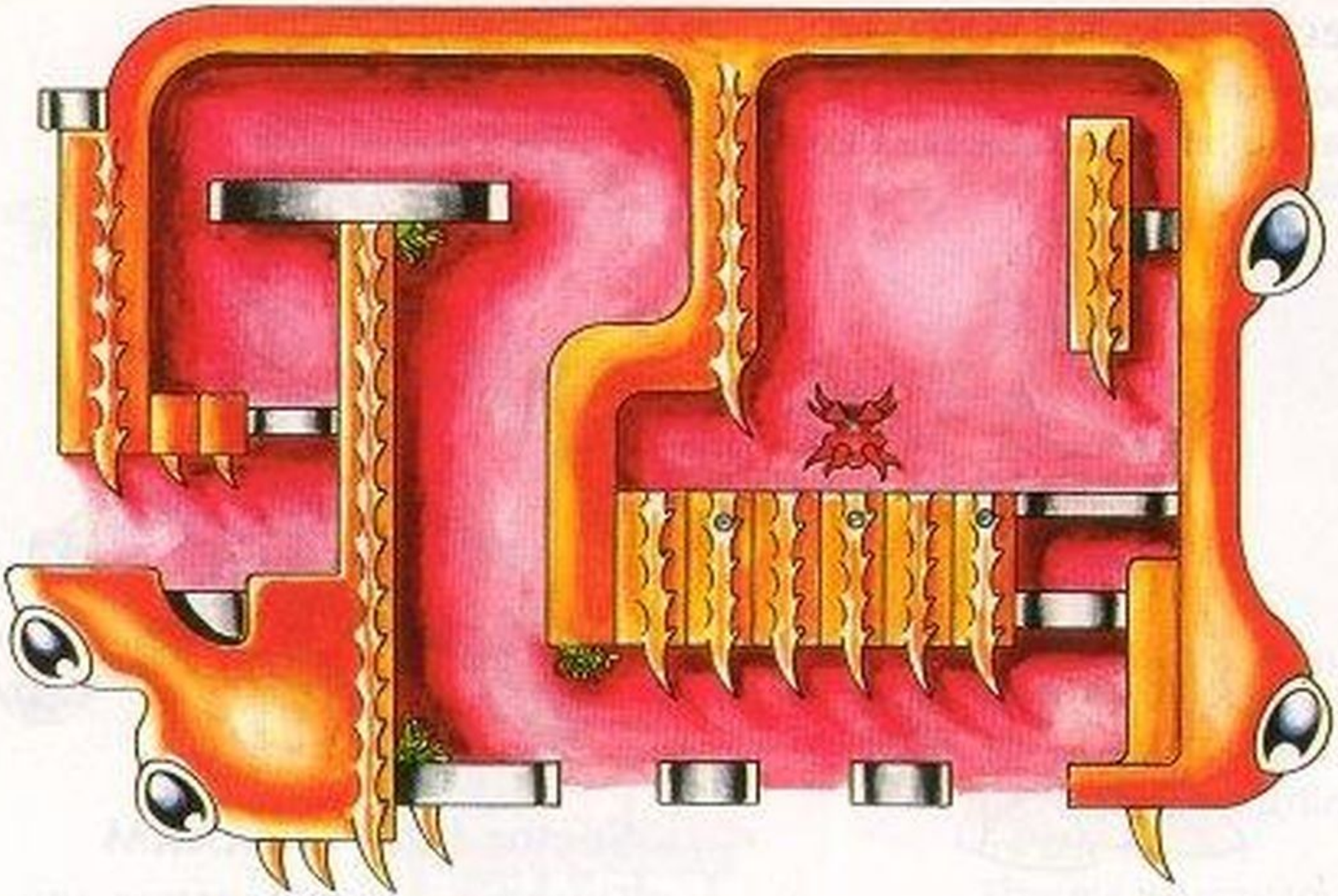
Sector 4-1: METORILLA

Atop the tall tower awaits this warping menace. Freeze him if you can!



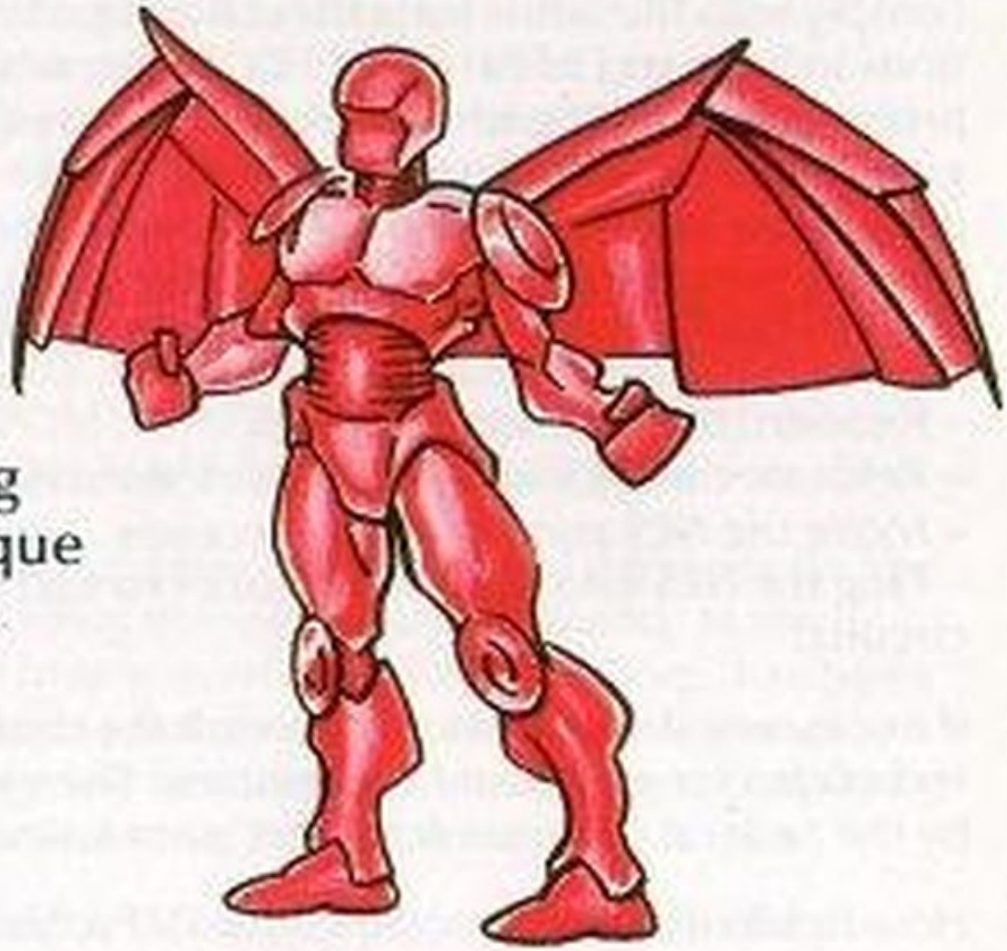
Sector 4-2: FOURARM

This alien is a real bummer, tossing red potions in all directions. A weapon from a certain direction will finish him.



Sector 4-3:
THE MOTHER SHIP

This ship is a real test of your skills, but there is one easy method: Just stand . . .



Sector 5-1: WARPWING

One of a whole slew of warping enemies. Use the same technique as in 4-1. (After you survive the fall, that is!)

Sector 5-2: MYSTERY BOSS

Get as many weapons as you can – the end is near!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

TAXAN USA Corp. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to TAXAN USA Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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Consumer Division

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